When I started working on this project, I had a mixed bag of feelings. On one hand I was excited about the prospect of being able to draw images onto a building outside, on the other hand, I knew it would involve a lot of coding, which is not one of my strongest attributes. In addition to that, I was teaming up with two people I knew and had worked with previously, in different classes, but not in the same groups. I knew we would be an interesting mix of personalities. I wasn’t sure what our strengths and weaknesses would be and I was eager to find out.

I was appointed the role of group manager, which wasn’t entirely new to me, but as it was in a field I wasn’t yet familiar with, I have to admit it did make me a little nervous. I have managed much larger teams in my previous employment, but this time it was very different.

Group work proved to be quite a challenge getting everyone there at the same location and at the same time. This was due to time and work constraints, that team members had, outside of Polytechnic. We managed to get together and organise times when we could all be in the project room, and for the other times msn and mobile phones were our method of communication, in which we would send files to each other and collate our work and brainstorm, and organise time to get together. This worked out well for our group.

I spent a lot of time helping Mike to debug code, and enjoyed the experience I had at peer programming. It showed me that I can enjoy working with code, and that it was quite fun. Mike was very helpful and patient at teaching me the ropes and what I needed to know about the Processing language. From there I was able to edit code and make the necessary changes, which I handed to Mike to be included into our final animations for the lightshow. I was surprised at how much I remembered from previous programming papers I had taken from my first two years while studying at Otago Polytechnic. I found this very helpful and I it made me appreciate the time my programming teachers had spent with me (outside of class hours) to ensure I understood programming techniques and languages.

Emma and I have similar taste when it comes to graphics, so it was good to be able to work with her and collate information, while editing our code.

Even though all members of the team have quite different personalities, we were able to make decisions and come to amicable agreements relatively easily. Decisions were made as a group, and we were usually able to get consensus within the group on major issues. Work was often broken down into small parts, and each part assigned to member of the team. We would each get our parts done, then come back to the group with our results and ready to begin a new bit. The difference in personalities often led to new solutions that any one of us may not have been able to reach, if working on our own. This experience was invaluable to me.

In conclusion, our team delivered a sound and robust piece of software, and we had a very successful deployment. The lightshow audience had a great time, and enjoyed using the software to change the lightshow animations creating new colours and changing images.

I have learnt a lot while working with Mike and Emma, and even though it was difficult for us to all work together at times, we managed to meet all the functional requirements and pull off a great show, getting the task accomplished. This was a valuable experience for me, one I will be able to draw on in my future employment.